**Definitions Used in Computer Programming**

1. **Microprocessor-** a multipurpose programmable device; a central processing unit withmemory and associated circuits on an integrated circuit chip
2. **Microcontroller-** a computer on a chip; contains a CPU, volatile and non-volatilememory, a clock, and an input/output control unit on an integrated circuit chip; designed for a specific task
3. **IDE-** Integrated Development Environment; a set of programs run from a single userinterface; a software application that provides comprehensive facilities to computer programmers for software development
4. **Computer program-** a sequence of instructions that are executed by a CPU
5. **Programming language-** a vocabulary and set of grammatical rules to instruct acomputer to perform specific tasks; some languages are better at dealing with numbers, some for file management, some are more procedural, and others are more functional; newer languages are more object oriented
6. **Machine language-** a programming language understood by computers that consistsentirely of numbers
7. **High level language-** a computer programming language that resembles naturallanguage which is used to simplify programming; an assembler/compiler converts high level language to machine language
8. **Open source-** a program or device available to the general public free of charge to useor modify
9. **Proprietary-** privately owned by an entity having exclusive rights to it; protected bysecrecy, patent, or copyright
10. **Syntax-** the set of rules that define how symbols and words are used in aprogramming language
11. **Interface-** to bring together; in electronics, something that allows two different devicesto communicate and work together
12. **Keywords-** words and names defined as part of a computer language to performspecific tasks

**Definitions Used in Computer Programming (continued)**

1. **Abstraction-** representation of something in a simpler, more general form byremoving details
2. **Variable-** a value that can change
3. **Program loop-** a sequence of instructions that continually repeat
4. **Infinite loop-** continues to repeat a computer instruction sequence without a functionalway to stop
5. **Counting loop-** goes through a program instruction sequence a defined number of times
6. **Conditional loop-** repeats a program instruction sequence depending on the presenceor absence of a defined condition; used to transfer program control from one program segment to another
7. **Comment-** language inserted into a computer program that is not designed to run as aninstruction; used to describe or make the code easier to understand
8. **Statement-** smallest standalone part of a computer program containing executablecode; a single command
9. **Function-** section of a computer program that performs a specific task; usually a groupof commands
10. **Analog-** contains continuously variable or non-quantized data; smooth
11. **Digital-** uses discrete or quantized values; has only certain values like on or off
12. **Binary-** has only two values, zero and one